



NTSC U/C

PlayStation

EVERYONE



CONTENT RATED BY
ESRB

SCUS-94474
94474

COLIN McRAE RALLY



Colin McRae™

SONY



COMPUTER ENTERTAINMENT



COLIN MCRAE	1
INTRODUCTION	1
GETTING STARTED	2
CONTROLS	3
MAIN MENU	4
RACE TYPES	6
RALLY SCHOOL	19
GAME OPTIONS	20
HALL OF FAME	22
DRIVER'S GUIDE	23



At 30, Scottish born Colin McRae (aka The Flying Scotsman) is one of the world's most exciting rally driving talents. Ten years in motor sports, he's the youngest driver ever to win the World Rally Championship title, and he's a 3-time winner of the UK's Network Q/RAC Rally. From 1992 to 1998, Colin drove the Subaru Impreza for Team Prodrive.

RALLY WINS

1999	Rally of Portugal Safari Rally	1997	NetWork Q/RAC Rally Tour de Corse 555 Safari Rally San Remo Rally API Rally Australia
1998	Rally of Portugal Tour de Corse Acropolis Rally China Rally	1995	WORLD RALLY CHAMPION

INTRODUCTION

Rallying is one of the most popular forms of motor sports today. It differs from other motor sports events in that the cars normally run at one-minute intervals, competing against the clock rather than directly against each other. And rather than driving on nice smooth tarmac, rally cars can go anywhere, and each surface — mud, ice, snow, and gravel — demands its own skills and techniques. Gravel, for example, requires knowing how to slide the car precisely, where tarmac requires tidy lines.

The final rallying specialty is the co-driver, or navigator. This vital team member is relied upon implicitly to navigate around the stages, at a speed which would be impossible without the co-driver calling corners, distances and hazards. Nicky Grist is Colin McRae's real-life co-driver, and is a crucial member of the team.

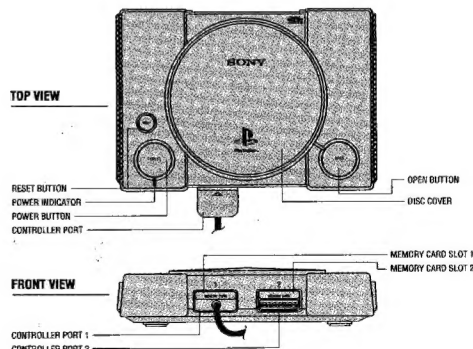
Specialized cars are required for top-level special stage rallying. McRae's specialized Subaru Impreza WRC, developed by Prodrive, is worth over \$400,000. It has a 300-horsepower engine, a 6-speed semi-automatic transmission, 4-wheel drive and electro-hydraulically controlled differentials. The effect is an immense acceleration — 0-60 in a little over 3 seconds.

Now it's your chance to enjoy the experience of European rallying ...

GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Colin McRae™ Rally disc and close the Disc Cover. Insert a game controller and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

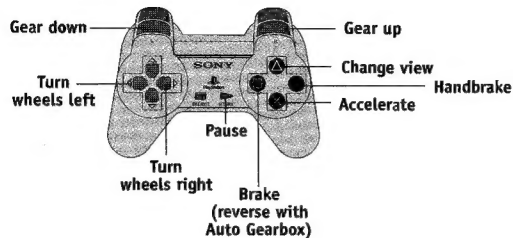
To save game settings and results, and continue play on previously saved games, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation game console before starting play. (If you do not have a MEMORY CARD, the game will allow you to play without saving game settings and results.)



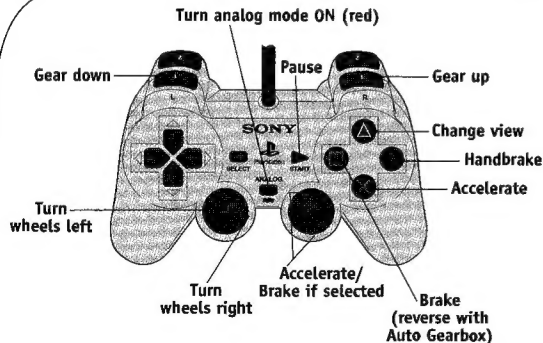
CONTROLS

STANDARD CONTROLLER

NOTE: If your controller can be switched to auto-fire, you should switch this feature off. Otherwise, your car's performance will be reduced.



DUALSHOCK™ ANALOG CONTROLLER





NOTE: Press the analog mode switch to turn ON analog mode (red LED light ON).

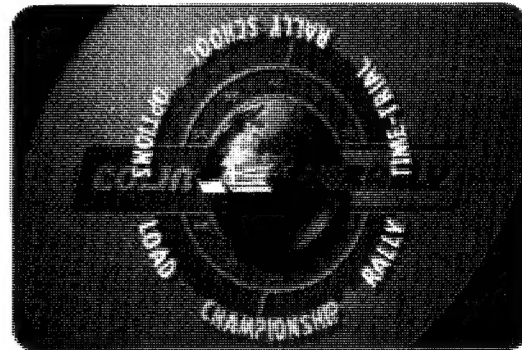
Configure and Calibrate

To configure and calibrate your controller, please see Game Options section later in the manual.

MAIN MENU

The options available at the Main Menu are:

When navigating the menu systems, pressing the  button will select the highlighted option. Pressing the Left or Right Directional buttons will change the highlighted option. Pressing the  button at any stage will move you back to the previous menu.



MAIN MENU

A brief description of the Main Menu:

CHAMPIONSHIP	A full-on rally experience. The chance to prove you're the best.
RALLY	Race a single country rally. (2 player mode available)
TIME TRIAL	Practice getting the fastest times on a stage. (2 player mode available)
RALLY SCHOOL	Expert rally driving instruction from Colin McRae himself.
OPTIONS	Set your difficulty level and game settings.
LOAD	Load a previously saved Championship position from the MEMORY CARD.

DIFFICULTY SETTINGS

The difficulty settings can be found in the Options screen on the Main Menu.

There are 3 difficulty settings: Novice, Intermediate and Expert. The default setting is Intermediate. Each difficulty level will affect certain game settings. Difficulty settings are relevant to both Championship and Rally play modes. The Expert setting is only available after you complete the Intermediate mode in 1st place.

DIFFICULTY TABLE

	Cars	Stages	Countries	Opponents
NOVICE	2 WRC Cars	First 3	4	7
INTERMEDIATE	4 WRC Cars	All	8	15
EXPERT	2 WRC & 4 WRC	All	8	15

RACE TYPES

CHAMPIONSHIP

A rally championship covers a whole season of rallying in 8 different countries with varying weather conditions and time of day. All countries have 6 stages (see difficulty settings) and 4 of the countries have an extra Super-Special Stage. Beat the best and gain the Championship title.

RALLY

Play a single country rally, on your own or against a friend. A rally is made up of a number of stages.

TIME TRIAL

Time Trial allows you to play any stage of a country rally with 1 or 2 players. There are no Repair options available in Time Trial mode.

2 PLAYER

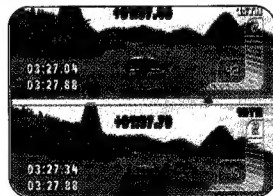
In Rally and Time Trial modes you have the option of playing against a friend. This can be done in 3 different ways.

Split Screen mode allows you to play head-to-head with your opponent represented as a ghost car.

Alternate mode allows a full screen view, where Player 1 goes first, followed by Player 2.

Arcade mode is a head-to-head race where collisions between cars are possible.

In all these modes you must have 2 controllers connected to your PlayStation® game console.



CAR SELECTION

Choose a rally car. The availability of certain cars may be restricted due to your difficulty setting. If you are playing in Championship mode, you will stand a much better chance with one of the four major cars with 4WD; these are by far, the most powerful.

There are four major 4WD Rally cars:



Subaru Impreza



Ford Escort WRC



Mitsubishi Lancer



Toyota Corolla



ENTER YOUR NAME

For all game modes, each player is asked to enter his or her name. This name is used throughout the game and stored for any records or high scores achieved. A name can be up to 11 characters in length.



SET-UP/REPAIR

Before you start a rally and before certain stages of a rally, you have the option to set up your car and if necessary repair damage to parts of the car.

You are allotted only a certain amount of time to perform these set-up and repair operations. So, prioritize your options based on terrain, weather and time of day for optimal performance.

SETUP TABLE

ITEM	EFFECT	TIME
Tires	Amount of surface grip	03:00
Suspension	Amount of grip when cornering	15:00
Brakes	Brake balance from front to rear	10:00
Steering	Sensitivity of steering	12:00
Gear Ratios	Amount of acceleration/Top speed	20:00

When you enter Set-Up/Repair mode at the start of a rally, it is preset with recommendations for that country.

You can view the up-coming stages by selecting the View option. After selecting all the options that you want to set up and repair, **you must select the Continue option for these changes to take effect.** The Reset option will restore the default settings and remove any changes you have made.

REPAIR TABLE

ITEM	EFFECT	MAX TIME
Electrics	Headlights flicker	30:00
Handling	Pulls to one side/Turns slower	45:00
Brakes	Less braking power	30:00
Engine	Slower acceleration/Top speed	60:00
Gearbox	Cannot select gear/Top speed	60:00

WEATHER/TIME



When rallying a stage, you can encounter any of the following weather types:

Clear	Cloudy
Rain	Snow
Stormy	Fog

These weather types affect the surfaces on which you drive. For example, wet mud is much more slippery than dry mud.

TIME OF DAY

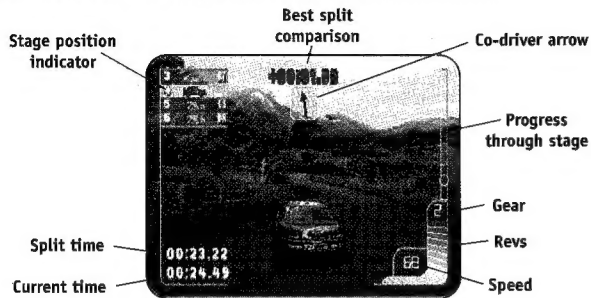
As you progress through a rally, the time of day for each stage will vary. You can rally stages at any of the following times during the day:

Early Morning	Morning
Late Morning	Midday
Afternoon	Early Evening
Evening	Night

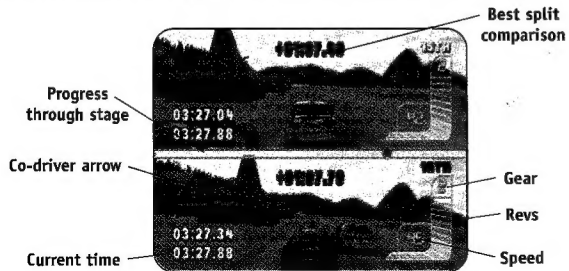


DISPLAYS

THE 1 PLAYER IN-GAME DISPLAY SHOWS THE FOLLOWING INFORMATION:



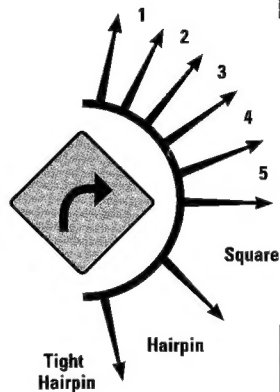
THE 2 PLAYER SPLIT SCREEN DISPLAY SHOWS THE FOLLOWING INFORMATION:



CO-DRIVER

In rallying, the co-driver is as important as the driver. So listen carefully. The co-driver gives you information about how tight the upcoming corners are and warns you of any obstacles that lie ahead. You will find that this is key information, especially during the night stages.

This diagram mirrored for left-hand bends.



The warning messages can be deciphered as follows:

- Care:** Be careful.
- Caution:** Be very careful. This corner is difficult.
- Long:** This denotes a long corner.
- Don't Cut:** Do not cut close on this corner. There is an obstacle.
- Tightens:** This corner becomes tighter as it turns.
- Opens:** This corner becomes wider as it turns.
- Obstacles:** A whole range of obstacles will be described. Watch for them.

MESSAGE EXAMPLES

2 LEFT

A fairly easy left turn.

LONG 3 LEFT, TIGHTENS

A long medium left turn that gets tighter.

CAUTION, 5 RIGHT, DON'T CUT, LOGS

Be very careful. A tight right turn. Don't cut the corner, and watch for a pile of logs.

VIEWS

The Rally HeadCam allows you to rally from the perspective of a real rally driver. The forces that operate on a real driver are simulated as you rally around the stage. The Rally HeadCam is not available in 1 player Super-Special Stages, or any of the 2 player modes.

Colin McRae Rally contains 5 different camera views:

BEHIND CAR (CLOSE)

BEHIND CAR (FAR)

BUMPER

HOOD

RALLY HEADCAM



Behind Car (Far) view



Hood view



Rally HeadCam view

SUPER-SPECIAL STAGES

What is a Super-Special Stage?

Some of the countries contain Super-Special stages. A Super-Special stage is a special event in which 2 rally cars compete on the same track against each other.

The track has inner and outer loops that cross over. One car starts on the inside and the other on the outer side of the track. Each car races both the inner and outer loop so they cover the same distance as they race to the finish line.

Which countries?

The following countries have Super-Special stages:

Greece Australia Corsica UK

Note: Each Super-Special stage is part of a Rally and so your performance contributes to your final Rally position.

RESULTS

Split Times	Stage Times	Rally Time
-------------	-------------	------------

SPLIT TIMES

During a rally, each stage in which you compete is timed. During the stage, you will encounter a number of split times. These will give you an indication of how well you are performing compared with the fastest driver for that stage.

STAGE TIMES

After completing a stage, your time for that stage is added to your overall time for the rally. After completing all the stages in a rally you will have an overall rally time. This gives your overall position and points.

RALLY TIMES

If you are playing in the Championship, your points given so far will be totaled to form your Championship total. At the end of the Championship, the driver with the most points is the winner.

POINTS

Points are awarded at the end of each rally based on the position you achieved.

1st	10 PTS
2nd	6 PTS
3rd	4 PTS
4th	3 PTS
5th	2 PTS
6th	1 PT

You must get at least 1 point (i.e. 6th place or better) to progress to the next round. The next country is then unlocked for you to compete in.

SAVING THE GAME

You have the option to save the game before each of the Set-Up/Repair points, and also at the end of each rally in Championship mode. You will need 1 free block on your MEMORY CARD; this allows you to save up to 5 games.

COUNTRY AND STAGE INFORMATION



NEW ZEALAND

Stage	Time	Surface	Length
1	Early Morning	Gravel	4.9km
2	Morning	Gravel	5.7km
3	Midday	Wet Mud/Gravel	5.8km
4	Afternoon	Gravel	5.1km
5	Early Evening	Wet Mud/Gravel	5.1km
6	Evening	Mud/Gravel	5.2km



GREECE

Stage	Time	Surface	Length
1	Early Morning	Dusty Gravel	5.2km
2	Morning	Dusty Gravel	5.3km
3	Afternoon	Dusty Gravel	4.6km
4	Afternoon	Dusty Gravel	5.2km
5	Early Evening	Dusty Gravel/Tarmac	5.7km
6	Evening	Dusty Gravel	4.7km
SS	Midday	Dusty Gravel	2.7km



MONTÉ CARLO

Stage	Time	Surface	Length
1	Morning	Gravel	5.5km
2	Morning	Gravel/Asph Gravel	4.8km
3	Afternoon	Gravel/Wet Tarmac	6.2km
4	Night	Tarmac	5.2km
5	Morning	Tarmac	5.8km
6	Afternoon	Gravel	5.7km



AUSTRALIA

Stage	Time	Surface	Length
1	Morning	Gravel	5.5km
2	Midday	Gravel/Tarmac	5.3km
3	Afternoon	Gravel	4.8km
4	Night	Gravel	5.4km
5	Morning	Gravel	5.8km
6	Midday	Gravel	5.6km
SS	Evening	Gravel	1.2km

COUNTRY AND STAGE INFORMATION



SWEDEN

Stage	Time	Surface	Length
1	Morning	Snow & Ice	5.2km
2	Midday	Snow	5.2km
3	Evening	Snow	5.4km
4	Night	Snow	5.1km
5	Morning	Snow	6.1km
6	Afternoon	Snow	5.2km



CORSICA

Stage	Time	Surface	Length
1	Morning	Tarmac	4.0km
2	Midday	Tarmac	4.2km
3	Evening	Tarmac	4.7km
4	Night	Tarmac	4.4km
5	Morning	Tarmac	4.2km
6	Midday	Tarmac	4.7km
SS	Midday	Tarmac	2.6km



INDONESIA

Stage	Time	Surface	Length
1	Morning	Dusty Tarmac/Gravel	5.4km
2	Midday	Dusty Tarmac/Gravel	4.4km
3	Evening	Wet Mud	5.4km
4	Night	Wet Mud	5.4km
5	Morning	Dusty Tarmac/Gravel	4.5km
6	Midday	Dusty Tarmac/Gravel	4.1km



UNITED KINGDOM

Stage	Time	Surface	Length
1	Morning	Snow/Wet Mud	5.6km
2	Late Morning	Snow/Wet Mud	6.4km
3	Midday	Tarmac/Mud	4.4km
4	Early Evening	Tarmac/Gravel/Mud	7.1km
5	Evening	Mud	5.8km
6	Night	Wet Mud	5.3km
SS	Midday	Wet Mud	2.5km

WORLD RALLY CARS

The following world rally cars are available:

4WD



SUBARU Impreza
Bhp - 300
Wheelbase - 2520mm



FORD Escort WRC
Bhp - 290
Wheelbase - 2550mm



MITSUBISHI Lancer
Bhp - 300
Wheelbase - 2500mm



TOYOTA Corolla
Bhp - 290
Wheelbase - 2465mm

2WD



VW Golf GTI
Bhp - 250
Wheelbase - 2431mm



SEAT Ibiza
Bhp - 230
Wheelbase - 2440mm



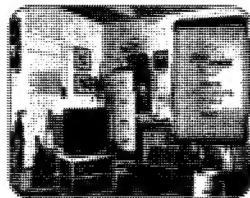
SKODA Felicia
Bhp - 240
Wheelbase - 2450mm

RALLY SCHOOL

The Colin McRae Rally School is intended to aid and teach you how to drive a rally car, how to understand co-driver messages and how to set up your car correctly.

The School is divided into 3 difficulty levels:

NOVICE INTERMEDIATE EXPERT



Each difficulty level has the following tasks:

NOVICE

The Novice section teaches you the basics of controlling a rally car: how to accelerate and brake correctly as well as controlling the car in a turn.

The tasks include: Moving the Car, Basic Loop, Simple Stage

INTERMEDIATE

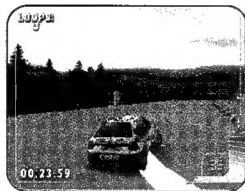
The Intermediate section teaches you how to control the car while skidding to improve performance during a stage in a variety of different surface conditions. You will also be expected to understand basic co-driver instructions.

The tasks include: Loop, Figure 8, Stage, Wet Stage

EXPERT

The final Expert section teaches you how to control a rally car in real rally conditions. You are no longer given advice and you will learn how to set up your car.

The tasks include: Loop, Figure 8, Stage, Wet Stage, Night Stage



GAME OPTIONS

The following options are available from the Options menu:

SETTINGS

HI-SCORES

DIFFICULTY

LOAD DATA

SAVE DATA

SETTINGS

This menu item handles the following in-game options:

GRAPHICS

Arrows — This option allows you to switch the co-driver arrows On or Off.

Game Displays — This option allows you to toggle the game displays between Full, Minimal and Off.

Screen Split — This option is to determine which way the screen is separated in 2 Player mode. Switch between Horizontal and Vertical modes.

Widescreen — If you are using a widescreen TV you can select the Widescreen option and set your TV to Widescreen mode. This will give you a full screen display with the correct aspect ratio during the game.

Position Screen — Select this option and you will be able to re-position the display on-screen with the Directional buttons.

SOUND

The volume of Sound Effects, Co-driver Messages and Music can all be adjusted or turned off completely. You can also set whether you require a Stereo or Mono audio output.

CONTROLLER 1/2

You can configure the buttons for each controller connected to your PlayStation game console. If you have an analog controller connected, you can also calibrate it and select whether you wish to use digital or analog acceleration/braking. If you are using the DUALSHOCK™ analog controller, it will be auto-calibrated.

GAME OPTIONS

HIGH SCORES

A record is kept of the best stage time, the best rally times and the best Championship scores. The following High Score information is stored:

Championship Hi-Scores

The best 5 Championship scores for each difficulty level.

Rally Times

The top 5 fastest rally times for each country.

Stage Time

The fastest time for each stage within each rally.

DIFFICULTY SETTINGS

Set the difficulty level of the game. See page 5.

MEMORY CARDS

If you have a MEMORY CARD, you can save your progress through the Rally Championship and also save your preferred settings.

You will need to make sure that you have at least 1 free MEMORY CARD block before saving the game.

Insert your Memory card into MEMORY CARD slot 1.

SAVING/LOADING CHAMPIONSHIP GAME

When rallying in a Championship you have the option to save the game before each Set-up/Repair point and at the end of a rally. By saving your game, you will be able to continue it at a later date. You can save up to 5 different Championship positions on one MEMORY CARD.

To continue a Championship game, choose Load from the Main Menu and select the game you wish to restore.

GAME SETTINGS AND HIGH SCORES

You can load or save game settings and high scores using the Load Data and Save Data options within the Options menu. Your data will be loaded automatically if your MEMORY CARD is present when the game first starts.

It is important that you save high scores by quitting out of the game before switching off the PlayStation game console. You will be presented with the option to update your high scores on the MEMORY CARD. If you do not select this option, the high scores will be lost when you switch off the PlayStation game console.

HALL OF FAME

If you have access to the Internet and you have a Stage, Rally or Championship time that you want the whole world to see, then visit the Codemasters Web Site at:

<http://www.codemasters.com>

There you will find the Colin McRae Rally Hall of Fame, where you will be able to register your best times. In order to do this you will need the Timecode that is shown underneath your time in the High Score screens.

If your time is good enough, it will then be displayed with the other best times for all the world to see — the ultimate Rally achievement!



DRIVER'S GUIDE

Here are a few key rules to follow that can considerably improve your stage times:

CORNERING

Unlike many motor sports, rallying does not require you to take the "racing line." This is normally impossible as the car will be sliding while cornering. It is essential to "set the car up" before a corner. Use the brakes to slow the car down; once you begin to corner, it's too late.

It is more important to have speed coming out of the corner than when entering. The hand-brake can be used to scrub speed off and swing the car into a sharp turn. Use the throttle during the corner to control your skid and gain grip. Turn into a skid if you wish to correct it. When the car is pointing in the right direction, hit the throttle to power-out of the corner.

POSITION

Use as much of the track as possible. Stay aware of the many surfaces that you are driving on. A change in surface can be used to slow the car or change its direction at critical moments. Just one or two wheels can achieve the effect you are after. Always pay attention to your co-driver. Use his advice to avoid any obstacles and prepare for what is ahead.

Look for the quickest route along each stage. On many occasions an unconventional line can shave valuable seconds off a stage time, but be careful — it can also cost you dearly.

GEAR

When you feel confident in controlling the car, switch to a manual gearbox so you can control the gear changes and optimize performance.

CREDITS

Codemasters wishes to acknowledge the co-operation of the following vehicle manufacturers in the production of this game:

Thanks to Volkswagen Group United Kingdom Limited, Volkswagen AG, Volkswagen Motorsport, Audi Motorsport, SEAT Motorsport and Skoda Motorsport.

Thanks to Fuji Heavy Industries.

Thanks to Toyota Motor Corporation. Made under license from Toyota Team Europe.

Thanks to Ford Motor Company Limited.

Thanks to Mitsubishi Motors Corporation and Ralliart Inc.

Thanks to Fiat Auto S.p.A.

Thanks to Renault S.A. and Sur La Route.

Thanks to Alan Oliver and Thistle Rally Sport.

The following companies have kindly consented to the use of their logos in this game:

Thanks to:	Sparco S.p.A.	Bosch	Mitsubishi Oil
	Burmah Castrol Trading Ltd.	Pirelli S.p.A.	O.Z. S.p.A.
	Subaru France SA	Michelin Tyre PLC	NGK (UK) Ltd.
	Moviestar	IXELL	Renault Financial Services
	Renault Dealers Assoc.	Auto Mecca	Bilstien
	Prodrive	Beta S.p.A.	Dunlop Tyres Ltd.
	GFL Sport	Hella Ltd.	Kenwood
	OMP Racing s.r.l.	PIAA (UK) Ltd.	Pepe Jeans
	Pringle of Scotland Ltd.	Revolution Wheels	Sachs Boge (UK) Ltd.
	Standox	Sports Café London	SKF
	Speedline	Xantak Tyresafe	

PIRELLI PIRELLI letters and logo are registered trademarks of Pirelli S.p.A.